Package: Game State

RestartState

GameStateManager

GameState

init(), update(), draw(), keyPressed(), keyReleased()

startMusic(), stopMusic()

music

GameOverState

NameAnimationState

MenuState

HelpState

CharacterState

Level1State

TransitionState

Level2State

Package: Entities

Animation

setFrames(), setDelay(), setFrame(), update(), getFrame(), getImage, getHasPlayedOnce()

Enemy

Student

Skateboarder

Player

setBounds(), setLocation(), setBackgroundMove(), update(), draw(), printData(), getX(), getY(), keyPressed(), keyReleased()

Other Packages

GamePanel

Block

Game

Collision

TileMap

Tile

Background